

EXHIBIT G

NEWTON'S TELECOM DICTIONARY

**The Official Dictionary of
Telecommunications, Networking
and Voice Processing**

**World's No. 1 Selling
Telecommunications Dictionary**

**NEW EXPANDED
SIXTH
EDITION**

NEWTON'S TELECOM DICTIONARY

BLISTER PACK A pocketed polyvinyl chloride shipping container with a snap-on cover.

BLOB Binary Large Objects. When a database includes not only the traditional character, numeric, and memo fields but also pictures or other stuff consuming of large space, a database is said to include BLOBs — binary large objects.

BLOCK In data communications, a group of bits transmitted as a unit and treated as a unit of information. Usually consists of its own starting and ending control delimiters, a header, the text to be transmitted and check characters at the end used for error correction. Sometimes called a Packet.

BLOCK CHARACTER CHECK BCC. The result of transmission verification algorithm accumulated over a transmission block, and normally appended at the end, e.g. CRC, LRC.

BLOCK DIAGRAM A graphic way to show different elements of a program or process by the use of squares, rectangles, diamonds and various shapes connected by lines to show what must be done, when it must be done and what happens if it's done this way or that. In short, it shows how all the small decision points add up to the whole process.

BLOCK MISDELIVERY PROBABILITY The ratio of the number of misdelivered blocks to the total number of block transfer attempts during a specified period.

BLOCK MULTIPLEXER CHANNEL An IBM mainframe input/output channel that allows interleaving of data blocks.

BLOCK PARITY The designation of one or more bits in a block as parity bits whose purpose is to ensure a designated parity, either odd or even. Used to assist in error detection or correction, or both.

BLOCK TRANSFER The process of sending and receiving one or more blocks of data.

BLOCK TRANSFER ATTEMPT A coordinated sequence of user and telecommunication system activities undertaken to effect transfer of an individual block from a source user to a destination user. A block transfer attempt begins when the first bit of the block crosses the functional interface between the source user and the telecommunication system. A block transfer attempt ends either in successful block transfer or in block transfer failure.

BLOCK TRANSFER EFFICIENCY The average ratio of user information bits to total bits in successfully transferred blocks.

BLOCK TRANSFER FAILURE Failure to deliver a block successfully. Normally the principal block transfer failure outcomes are: lost block, misdelivered block, and added block.

BLOCK TRANSFER RATE The number of successful block transfers made during a period of time.

HDLC High level Data Link Control. A standard bit-oriented protocol developed by the International Standards Organization (ISO). In HDLC, control information is always placed in the same position. And specific patterns used for control differ dramatically from those used in representing data, so that errors are less likely to occur. SDLC and ADCCP are similar protocols. See also HIGH LEVEL DATA LINK CONTROL.

HDMAC Another potential high definition TV standard. HDMAC was spawned by Britain's Independent Broadcasting Authority. Unlike Japan's Hi-Vision, HDMAC has the attraction of being compatible with existing TV sets, i.e. those in Europe.

HDSL High bit rate Digital Subscriber Line. A technology to put two-way communication on a normal unshielded twisted pair (the stuff common in local loops) without using repeaters. See also ADSL.

HDT Host Digital Terminal.

HDTP Hoofddirectie Telecommunicatie en Post (Directorate of Telecommunications and Posts, The Netherlands).

HDTV High Definition TeleVision. Today's typical TV set in North America contains 336,000 pixels. A high definition TV set — one giving at least the definition of a movie theater, or 35 mm slide — will require at least two million pixels. Researchers are pursuing at least two dozen technologies to achieve this level of quality. The ideal HDTV would be flat screen, cheap, reliable and require very little electrical power.

HD Half Duplex circuit.

HDX Half DupleX.

HEAD A device that reads, writes, or erases data on a storage medium. The device which comes in contact with or comes very close to the magnetic storage device (disk, diskette, drum, tape) and reads and/or writes to the medium. In computer devices, it performs the same function as the head on a home cassette tape recorder.

HEAD END 1. The originating point of a signal in cable TV systems. At the head-end, you'll often find large tall TV and dish satellite receiving antennae. 2. A central control device required within some LAN/MAN systems to provide such centralized functions as remodulation, re-timing, message accountability, contention control, diagnostic control, and access.

HEAD THRASHING A term for rapid back and forth movements of the disk head of a hard drive.

HEADER The portion of a message that contains information that will guide the message to the correct destination. This information contains such things as the sender's and receiver's addresses, precedence level, routing instructions, and synchronization pulses.

HEADSET A telephone transmitter and receiver assembly worn on the

Headsets are no longer worn only by receptionists. Computer entry reps. and reservation agents use them.

HEADSET JACK A jack for a headset.

HEARING AID A device used with inductive coupling compatible coin handset and the (

HEAT Electromagnetic and radio waves.

HEAT COIL An overheating as a device. It typically encloses a pin. If it occurs, the coil is loaded pin to me

HEC Header Error Check (Asynchronous)

HEHO Head-End Hold Off (distance call to coming from). - cheaper than coming off the network (the end point) TEHO, you can go off to WATS or go HEHO or T

HELD CALL on hold.

HELD ORDER lines which the The reasons at the serving

HELICAL ANTENNA A helix circumference radiates at right angles is one wavelength